

# MANDATE OF HEAVEN

AUTHORISED ARMY LISTS FOR

**MORTEM  
ET GLORIAM**





# ARMY LISTS

## MANDATE OF HEAVEN

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## CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

Use the army lists to create your own customised armies using the Mortem et Gloriam Army Builder.

There are few **general rules** to follow:

1. An army must have at least 2 generals and can have no more than 4.
2. You must take at least the minimum of any troops noted and may not go beyond the maximum of any.
3. No army may have more than two generals who are Talented or better.
4. Unless specified otherwise, all elements in a UG must be classified identically. Unless specified otherwise, if an optional characteristic is taken, it must be taken by all the elements in the UG for which that optional characteristic is available.
5. Any UGs can be downgraded by one quality grade and/or by one shooting skill (Skilled to Experienced or Experienced to Unskilled) representing less strong, tired, or understrength troops. If any bases are downgraded all in the UG must be downgraded. So Average-Experienced skirmishers can always be downgraded to Poor-Unskilled.
6. Points are shown for troops with all mandatory characteristics applied. Points have been rounded to the nearest whole number. If quality or shooting skill is downgraded, then the points (including the points for any optional characteristics) will need to be adjusted.
7. An army entirely of Cavalry, Chariots, Camelry or Infantry with the Dismountable characteristic may choose the No Camp option.

Where **allies** are allowed, they must conform to the following rules:

1. An ally must be a minimum of 2 and a maximum of 4 UGs.
2. They must take enough UGs to get them to at least 50% of the minimums in the list being used.
3. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
4. Unless specified in the notes, the general must be the same type as the army commander in the main list but cannot be legendary.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Where an **internal ally** is allowed, and no contingent is specified they must conform to the following rules:

1. Each internal ally must be a minimum of 2 and a maximum of 4 UGs.
2. The total number of troops taken of each type in the entire army must not exceed the maxima for that troop type.
3. They must take enough UGs to get them to at least 50% of the minimums in the list if there is enough allowance for a UG after the core army itself has taken the minimum. For example: An army has 4-12 cavalry (UG size 4,6) and 18-32 spearmen (UG size 6,8,9) as compulsory troops with 2 internal allies. The core army must take 4 cavalry and at least 18 spearmen. The first ally must take 4 cavalry and at least 9 spearmen. The second ally must take 4 cavalry but cannot take the 9 spearmen as this would exceed the 32 spearmen limit for the army.

4. If a list requires a proportion of a troop type to be upgraded or regraded, then the army as a whole must comply with this requirement. Internal allies do not have to comply these requirements. For example:  $\frac{1}{4}$  to  $\frac{3}{4}$  of Turcomans must be upgraded from Experienced to Skilled shooting. An internal ally might have all Experienced as long as the army as a whole has  $\frac{1}{4}$  to  $\frac{3}{4}$  Skilled.
5. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Poor quality TuGs in Pacto must start with 2 or 3 elements. TuGs downgraded from Average quality must start with 2 elements, except where they are already allowed 3 elements. Poor quality SuGs or Average quality downgraded to Poor may start with 1, 2 or 3 elements.

As a courtesy to your opponent when you deploy your troops, you should describe each UG fully; type, training, quality, protection, melee weaponry, shooting skill and weaponry, characteristics, and which ally if appropriate. You should also explain how any unusual troop types in your army function and any special rules including Stakes, Caltrops, Barricades and Obstacles and troop types such as Battle Wagons.

The easiest way to calculate points is to use the downloadable on-line army builder at [www.mortem-et-gloriam.co.uk](http://www.mortem-et-gloriam.co.uk). Use this and all you do is use drop downs for the troop classifications and it does all the work for you. For those who prefer pen and paper, or who want to doodle some approximate designs before loading an army up, we have provided the points values with the lists. If a discrepancy exists in the points values between these lists and the army builder, then the army builder has the correct value.

## FRIENDLY AND SCENARIO GAMES

Feel free to vary the troop classifications for friendly and scenario games. An interesting aspect of scenario games can be to see what the effect is from representing troops in a different manner.

## HISTORICAL INTRODUCTION

The Xia dynasty is the first Chinese dynasty to be described in ancient historical records. The first documentary reference to the Xia dates from over 1,000 years later in records of the Zhou dynasty. The existence of the Xia remains unproven. Archaeology has identified the Erlitou culture, named after a site discovered at Erlitou in Henan province. According to Zhou records, the dynasty ended around 1600 BC because of the Battle of Mingtiao, resulting in a Shang victory and the Duke of Shang being elevated to the throne of China.

The Shang dynasty ruled until 1046 BCE. The earliest written record of Chinese history dates from this period in the form of “oracle bones”, inscriptions of divination records. The capital appears to have moved at least nine times. The final move was to Yin (in Henan province). Archaeology suggests the Shang may have been one of many states that co-existed at this time.

The Shang were overthrown by the Zhou at the battle of Muye. King Wu of Zhou led the Zhou in a revolt. According to the legend Di Xin of the Shang had been a good ruler but after he married he became a ruthless ruler. The population supported the revolt s Di Zin had to arm slaves to protect the capital. This resulted in Shang troops refusing to fight or even joining the Zhou. Despite this it was a hard-fought battle.

China was nominally ruled by the Zhou dynasty from 1046 to 256 BCE. The first phase, known as the Western Zhou, lasted until 771 BCE. To legitimise their rule, the Zhou established the concept of the Mandate of Heaven. The Zhou also introduced the fengjian system creating “four categories of people”, shi (knightly scholars), gong (artisans), nong (peasant farmers) and shang (merchants and traders). A system of peerage was also developed, which from highest to lowest were: gōng (duke), hóu (marquis), bó (count or earl), zi (viscount) and nán (baron).

Throughout the early history of China, the established states were threatened by yi (barbarians). In the Chinese view of the world, these barbarians are described by points of the compass: Dongyi (east), Nanman (south), Xirong (west) and Beidi (north). In reality the tribal groupings appear to have been much more complex. The earliest records date from the Late Shang period and barbarian peoples are regarded as a source of slaves. The Shang kings Wu Ding (c. 1200 BCE) and Di Xin (1075 to 1046 BCE) both launched military expeditions against Yifang (barbarian lands). Early kings were certainly prepared to recruit barbarians as allies.

The Eastern Zhou period is so named after the capital was moved from Haojing to Luoyi in 771 BCE. It consists of two phases, the Spring and Autumn period and the Warring States period. The first period's name derives from the Spring and Autumn Annals, a chronicle of the state of Lu between 722 and 479 BCE, which tradition associates with Confucius.

During this period, the Zhou royal authority over the various feudal states started to decline, as more and more dukes and marquesses obtained de facto regional autonomy, defying the king's court in Luoyi, and waging wars amongst themselves. The gradual Partition of Jin, one of the most powerful states, marked the end of the Spring and Autumn period, and the beginning of the Warring States period.

The period from 685 to 591 BCE is known as the Five Hegemons. During this time leading nobles were given or tried to claim the title of bà (hegemon). These were Qi (685 to 643 BCE), Song (643 to 637 BCE), Jin (636 to 628 BCE), Qin (628 to 621 BCE) and Chu (613 to 591 BCE).

During the Spring and Autumn period the records show that plenty of campaigns were fought against barbarian groups. The Red Di were a particularly active group between 662 and 659 BCE, nearly destroying the state of Xing which had to be rescued by the Qi and then taking the capital of Wei. The Jin eventually subjugated the Red Di state of Lushi in 541 BCE.

## CHINESE NAMES AND TERMS

There are currently two systems for the transliteration of Chinese into English, the Wade-Giles system and the Pinyin system. Pinyin is the newer system and has been adopted in these army lists. Many works however use Wade-Giles and the following table lists the transliteration of names and terms used in these lists.

Pinyin	Wade-Giles
Di	Ti
Jin	Chin/Ts'in
Qiang	Ch'inag
Qin	Ch'in
Xianbei	Hsien-pei
Xiongnu	Hsiung-nu



# MAXIMUS ARMY LISTS

## CALCULATING POINTS

Army points are calculated as follows:

### GENERALS - MAXIMUS

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	1600	1400	n/a	n/a	800	700
Talented	1150	900	850	700	650	600
Competent	700	550	600	450	300	250
Mediocre	400	250	400	250	100	50

### CAMPS

Type of camp	Poor	Average	Superior
Unfortified	108	180	252
Fortified	216	360	504
Flexible	180	300	420
Mobile	126	210	294
No camp	378	N/A	N/A

A flexible camp is deployed as a fortified camp when defending and a mobile camp when invading.  
No camp deploys a poor mobile camp when defending and no camp at all when invading.

### UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

### NOTES

1. Points values for skirmishers in Magna and Pacto are greater than in Maximus as SuGs shoot at full effect with only two ranks.
2. For further details on how points are calculated visit the Mortem et Gloriam website.



# ERLITOU CHINESE



## 1700 TO 1301 BCE

### HISTORICAL NOTES

This list covers the semi-mythical Xia Dynasty and the early part of the Shang Dynasty before the adoption of the chariot.

### TROOP NOTES

The army appears to have consisted of tsu and lu troops. Tsu were military units consisting of nobles and their followers. They were raised for specific campaigns. Lu were levies who formed a standing army.

Archery was the prestige arm. The Shang dagger-axe (ge) had a dagger-like blade on a one-metre shaft.

### HISTORICAL ENEMIES

Erlitou Chinese; Chinese Northern Barbarians



# ERLITOU CHINESE



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1700 BCE to 1301 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

Type									
Name	Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base Pts	Optional Characteristics	Min Max	Uq Size
Nobles and their retinue	INFANTRY	Superior	Experienced	-	Melee Expert	122	-	6	6
	Formed Loose	Protected	Bow					18	
TSU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Average	-	-	Melee Expert	76	-	6	6,9
	Formed Loose	Protected	-					24	
2/3 Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	12	
	Formed Loose	Unprotected	Bow					48	
LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-	-	-	30	-	0	6,9
	Tribal Loose	Protected	-					12	
2/3 Archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	
	Tribal Loose	Unprotected	Bow					24	
-----									
Levies with dagger-axe	INFANTRY	Poor	-	-	-	30	-	0	6,8,9
	Tribal Loose	Protected	-					36	
Levies and armed slaves	INFANTRY	Poor	-	-	-	22	-	0	8,9,10
	Tribal Close	Unprotected	-					20	

## ALLIES

Di allies - Chinese Northern Barbarians

# ERLITOU CHINESE



## NOTES

Only one TUG of nobles is allowed in a command

## CHANGES FROM LAST VERSION

None.

# CHINESE NORTHERN BARBARIANS



## 1700 TO 500 BCE

### HISTORICAL NOTES

This list includes the various tribal peoples of China, referred to by the Chinese as Yi. The Chinese classified their neighbours by compass direction. The Beidi (Northern Di) were northern barbarians who seem to have lived in a horizontal band from the upper Ordos Loop and across northern Shanxi to the state of Yan north of Beijing. The Chidi (Red Di) lived to the east. They seem to have been more warlike.

### TROOP NOTES

The Chinese tribes mostly, if not all, fought as infantry. There is a little evidence for chariots in a Western Chou inscription and Mongolian rock carvings. The infantry were equipped with a small shield and either a weak sword, short spear or javelin.

### HISTORICAL ENEMIES

Erlitou Chinese; Chinese Northern Barbarians; Later Shang Chinese; Chinese Nomadic Barbarians; Early Zhou Chinese; Early Spring and Autumn Chinese; The Five Hegemons; Late Spring and Autumn Chinese

# CHINESE NORTHERN BARBARIANS



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1700 BCE to 500 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UQ SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Chariots (from 1300 BCE)	CHARIOTS		Average	Experienced	Short Spear	-	82	-	0	4,6
	Tribal Loose		Protected	Javelin					6	
Best warriors	INFANTRY		Average	-	-	Devastating Chargers, Melee Expert	76	-	0	6
	Tribal Loose		Protected	-					24	
Warriors	INFANTRY		Average	-	-	Devastating Chargers	60	-	36	6,8,9
	Tribal Loose		Protected	-					144	
Replace warriors with archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose		Unprotected	Bow					Up to half	
Levies, families, slaves or ill-equipped warriors	INFANTRY		Poor	-	-	-	22	-	0	8,9,10
	Tribal Close		Unprotected	-					20	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					18	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher		Unprotected	Sling					18	

## ALLIES

Xing allies - The Five Hegemons (Red Di in 640 BCE)

## CHANGES FROM LAST VERSION

None.

# LATER SHANG CHINESE



## 1300 TO 1017 BCE

### HISTORICAL NOTES

This list covers the Shang Dynasty from the introduction of the chariot. The Shang were the first truly historical Chinese dynasty. The last Shang king was defeated and killed by the Zhou in 1027 BCE, but his heir was retained as a Zhou vassal and allied with Zhou rebels in a revolt from 1019 to 1017 BCE.

### TROOP NOTES

The chariot was probably introduced by Aryan invaders from the west.

Close-fighting infantry were armed with the short one-handed "ko" dagger-axe (which is the commonest weapon in graves) or a 5 foot long spear. Shields were relatively flimsy constructions of wicker and hide and of moderate size. Slaves conscripted as shock-troops by the last Shang king either did not fight or quickly defected.

### HISTORICAL ENEMIES

Chinese Northern Barbarians; Later Shang Chinese; Chinese Nomadic Barbarians; Early Zhou Chinese

# LATER SHANG CHINESE



ARMY COMMANDER		1	Any Instinctive		DATES		1300 BCE to 1017 BCE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified; Poor or Average		
-----									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chariots	CHARIOTS	Superior	Experienced	-	-	133	-	6	4,6
	Formed Loose	Protected	Bow					18	
Guards	INFANTRY	Superior	-	Long Spear	-	121	-	0	6
	Formed Close	Protected	-					6	
Spearmen	INFANTRY	Average	-	Long Spear	-	86	-	0	6,8
	Formed Close	Protected	-					16	
TSU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Average	-	-	Melee Expert	76	-	6	6,9
	Formed Loose	Protected	-					24	
2/3 Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	12	
	Formed Loose	Unprotected	Bow		48				
LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-	-	-	30	-	0	6,9
	Tribal Loose	Protected	-		12				
2/3 Archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	
	Tribal Loose	Unprotected	Bow		24				
-----									
Levies with dagger-axe	INFANTRY	Poor	-	-	-	30	-	0	6,8,9
	Tribal Loose	Protected	-		36				
Levies and armed slaves	INFANTRY	Poor	-	-	-	22	-	0	8,9,10
	Tribal Close	Unprotected	-		20				

# LATER SHANG CHINESE



## ALLIES

Di allies - Chinese Northern Barbarians  
Jung allies - Chinese Nomadic Barbarians  
Zhou allies - Early Zhou Chinese (from 1122 BCE)

## NOTES

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.



# CHINESE NOMADIC BARBARIANS



## 1300 TO 314 BCE

### HISTORICAL NOTES

Rong is a general term for nomadic tribes of the northwestern territories, or the western tribes of the "four barbarians", roaming the area of modern Shaanxi, Gansu, Ningxia. The Rong were therefore also known as the Western Rong. Traditionally the oldest known people of the northwest, the Hunyu are said to be ancestors of the Rong. During the Spring and Autumn period (8th to 5th centuries BCE) the mightiest tribes of the Rong were Yun Rong, Jiang Rong, and Quan Rong. Chinese scholars think that the Yun Rong were descendants of the Xuanyuan that had at the end of the Western Zhou period (c. 770 BCE) conquered the capital of the Zhou empire, Zongzhou near modern Xi'an, Shaanxi. They caused the flight of the Zhou dynasty to the east, and thereby initiated the Eastern Zhou period (770 to 221 BCE) during which the royal house was critically weakened against the feudal lords. The Yun Rong lived in the regions of modern Shaanxi, Ningxia and Gansu and regularly plundered Chinese border villages. King Xuan of the Zhou was the first to undertake a military expedition to pacify the belligerent Rong tribes. In the early Spring and Autumn period a lot of Rong and Di people migrated to the east and came as far as Weirui and Huanyuan (modern Yanshi, Henan), and also moved into the Han River valley.

### TROOP NOTES

The nomads developed horse archery. There is some evidence to suggest that the earliest nomads may have used chariots.

### HISTORICAL ENEMIES

Chinese Northern Barbarians; Later Shang Chinese; Chinese Nomadic Barbarians; Early Zhou Chinese; Early Spring and Autumn Chinese; The Five Hegemons; Late Spring and Autumn Chinese; Early Warring States; Middle Warring States; Qin; Later Warring States; Qiang

# CHINESE NOMADIC BARBARIANS



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1300 BCE to 314 BCE
<b>SUB-GENERALS</b>	0-2	Any Instinctive	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Instinctive	<b>CAMP</b>	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Chariots (before 800 BCE)	CHARIOTS		Average	Experienced	Short Spear	-	82	-	6	4,6
	Tribal Loose		Protected	Javelin					18	
Best cavalry	CAVALRY		Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4,6
	Formed Loose		Protected	Bow					6	
Other cavalry	CAVALRY		Average	Experienced	-	-	94	Combat Shy (-18)	24	4,6
	Formed Flexible		Unprotected	Bow					80	
Upgrade other cavalry (from 800 BCE)	CAVALRY		Average	Skilled	-	-	129	Combat Shy (-18)		4,6
	Formed Flexible		Unprotected	Bow					Up to half	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose		Unprotected	Bow					24	
Skirmishing cavalry	CAVALRY		Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher		Unprotected	Bow					12	
Upgrade skirmishing cavalry	CAVALRY		Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher		Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					18	

## ALLIES

Di allies - Chinese Northern Barbarians

## NOTES

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.

# EARLY ZHOU CHINESE



## 1122 TO 722 BCE

### HISTORICAL NOTES

The Zhou dynasty followed the Shang dynasty. The military control of China by the royal house (Ji) lasted from around 1046 until 771 BCE. The Zhou kings enfeoffed their fellow warriors and relatives created large domains of land. Individuals were assigned as rulers of these domains. This decentralised system contributed to the longevity of the Zhou dynasty which survived to be replaced by the Qin dynasty. Over time, this decentralized system became strained as the familial relationships between the Zhou kings and the regional dynasties weakened. In 771 BCE the Marquis of Shen joined with Zeng and the Quanrong barbarians to sack the capital Hao. The capital was moved eastward to Wangcheng, marking the transition from "Western Zhou" to "Eastern Zhou". The Eastern Zhou was characterized by an accelerating collapse of royal authority, although the king's ritual importance allowed over five more centuries of rule.

### TROOP NOTES

The early Western Zhou supported a strong army, split into two major units: "the Six Armies of the West" and "the Eight Armies of Chengzhou". Although chariots had been introduced to China during the Shang dynasty from Central Asia, the Zhou period saw the first major use of chariots in battle. The heavy 4 horse chariot is a replacement for the lighter 2 horse variety. The Sima Fa does indicate that the Shang 'chariots for the new moon' put speed first, but Zhou chariots the 'source of their weapons' put excellence first.

### HISTORICAL ENEMIES

Chinese Northern Barbarians; Later Shang Chinese; Chinese Nomadic Barbarians; Early Zhou Chinese; Early Spring and Autumn Chinese

# EARLY ZHOU CHINESE



ARMY COMMANDER		1	Any Instinctive		DATES		1122 BCE to 722 BCE		
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS		0-3	Any Instinctive		CAMP		Unfortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Two-horse chariots	CHARIOTS	Superior	Experienced	-	-	133	-	8	4,6
	Formed Loose	Protected	Bow					18	
BEFORE 1000 BC									
Replace two-horse with four-horse chariots	CHARIOTS	Superior	Experienced	-	Melee Expert	166	Shoot & Charge (14)		4,6
	Formed Loose	Protected	Bow					Up to half	
FROM 1000 BC									
Replace two-horse with four-horse chariots	CHARIOTS	Superior	Experienced	-	Melee Expert	166	Shoot & Charge (14)	Half	4,6
	Formed Loose	Protected	Bow					All	
Regrade four-horse chariots	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	180	Shoot & Charge (14), Devastating Chargers (18)		4,6
	Formed Loose	Protected	Bow					Any	
-----									
Tiger guard (huben) infantry	INFANTRY	Superior	-	-	Melee Expert	114	-	0	6,8
	Drilled Loose	Protected	-					8	
TSU TROOPS COMPRISING									
2/3 Warriors with dagger-axe	INFANTRY	Average	-	-	Melee Expert	86	-	12	6,9
	Formed Flexible	Protected	-					48	
1/3 Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	6	
	Formed Loose	Unprotected	Bow					24	

# EARLY ZHOU CHINESE



## LU TROOPS COMPRISING

2/3 Warriors with dagger-axe	INFANTRY	Poor	-	-	-	30	-	0	6,9
	Tribal Loose	Protected	-	-	-	-	-	24	
1/3 Archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	12
	Tribal Loose	Unprotected	Bow	-	-	-	-	12	

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Infantry with short spear and shield	INFANTRY	Average	-	Short Spear	-	67	-	6	6,8,9
	Formed Loose	Protected	-					18	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	6	6,8
	Formed Loose	Unprotected	Bow					18	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,8
	Skirmisher	Unprotected	Bow					18	

## ALLIES

Dongyi or Quanrong allies - Chinese Nomadic Barbarians

## CHANGES FROM LAST VERSION

None.

# EARLY SPRING AND AUTUMN CHINESE



## 771 TO 685 BCE

### HISTORICAL NOTES

After the Zhou capital was sacked, the Zhou moved the capital east to Chengzhou in the Yellow River Valley. The Zhou royalty was then closer to its main supporters, particularly the Jin, and Zheng. The Zhou royal family had much weaker authority and relied on lords from these vassal states for protection and for resolution of internal power struggles. The Zhou court would never regain its original authority and was relegated to being merely a figurehead of the feudal states. Though the king retained the Mandate of Heaven, the title held little actual power.

Duke Yin of Lu ascended the throne in 722 BCE. From this year on the state of Lu kept an official chronicle, the Spring and Autumn Annals, which along with its commentaries is the standard source for the Spring and Autumn period. Corresponding chronicles are known to have existed in other states as well, but all but the Lu chronicle have been lost. In 717 BCE, Duke Zhuang of Zheng went to the capital for an audience with King Huan. During the encounter the duke felt he was not treated with the respect and etiquette which would have been appropriate, given that Zheng was now the chief protector of the capital. In 715 BCE Zheng also became involved in a border dispute with Lu regarding the Fields of Xu. The fields had been put in the care of Lu by the king for the exclusive purpose of producing royal sacrifices for the sacred Mount Tai. Zheng regarding the fields as just any other piece of land was an insult to the court.

By 707 BCE, relations had soured enough that the king launched a punitive expedition against Zheng. The duke counter-attacked and raided Zhou territory, defeating the royal forces in The Battle of Xuge and injuring the king himself. Zheng was the first vassal to openly defy the king, initiating centuries of warfare without respect for titles which would characterise the period.

### TROOP NOTES

Chariots remained the prestige arm and used in increased numbers compared to earlier times. Due to improved logistics armies could include larger numbers of infantry. The dagger-axe and composite bow remained the primary weapons used by the infantry.

### HISTORICAL ENEMIES

Chinese Northern Barbarians; Chinese Nomadic Barbarians; Early Zhou Chinese; Early Spring and Autumn Chinese

# EARLY SPRING AND AUTUMN CHINESE



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	771 BCE to 685 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive	<b>CAMP</b>	Fortified or Unfortified; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND								
Che - chariots	CHARIOTS	Superior	Experienced	-	Melee Expert	166	Shoot & Charge (14)	12	4,6
	Formed Loose	Protected	Bow					24	
Regrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	205	Shoot & Charge (14), Devastating Chargers (18)		4,6
	Formed Loose	Protected	Bow					Any	
Warriors with dagger-axe and shield	INFANTRY	Average	-	-	Melee Expert	76	-	12	6,8
	Formed Loose	Protected	-					48	
Tiger guard (huben) infantry	INFANTRY	Superior	-	-	Melee Expert	114	-	0	6,8
	Drilled Loose	Protected	-					8	
TSU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Average	-	Long Spear	-	91	-	3	6,9
	Formed Flexible	Protected	-					16	
2/3 Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	6	
	Formed Loose	Unprotected	Bow					32	
LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-	Long Spear	-	43	-	0	6,9
	Tribal Loose	Protected	-					16	
2/3 Archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	
	Tribal Loose	Unprotected	Bow					32	
-----									



# EARLY SPRING AND AUTUMN CHINESE



Other infantry	INFANTRY	Average	-	Short Spear	-	57	-	0	6,8
	Tribal Loose	Protected	-					24	
Foot archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	6,8
	Tribal Loose	Unprotected	Bow					18	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

## NOTES

In Tsu and Lu TuGs, the spearmen must be deployed in the front rank.

## CHANGES FROM LAST VERSION

None.

# THE FIVE HEGEMONS



## 685 TO 591 BCE

### HISTORICAL NOTES

The first hegemon was that of Duke Huan of Qi (685–643 BCE). With the help of his prime minister, Guan Zhong, he reformed Qi to centralize its power structure. The state consisted of 15 "townships" with the duke and two senior ministers each in charge of five. Military functions were united with civil ones. Duke Huan intervened in a power struggle in Lu. He protected Yan from encroaching Western Rong nomads (664 BCE). He drove off Northern Di nomads after they'd invaded Wey (660 BCE) and Xing (659 BCE). He provided the people with provisions and protective garrison units. He led an alliance of eight states to conquer Cai and thereby block the northward expansion of Chu (656 BCE). At his death in 643 BCE, five of Duke Huan's sons contended for the throne, badly weakening the state so that it was no longer regarded as the hegemon. For nearly ten years, no ruler held the title.

Duke Xiang of Song attempted to claim the hegemony in the wake of Qi's decline, perhaps driven by a desire to restore the Shang Dynasty from which Song had descended. He hosted peace conferences in the same style as Qi had done and conducted aggressive military campaigns against his rivals. Duke Xiang met his end when, against the advice of his staff, he attacked the much larger state of Chu. The Song forces were defeated at the battle of Hong in 638 BCE, and the duke himself died in the following year from an injury sustained in the battle.

When Duke Wen of Jin came to power in 636 BCE, he capitalized on the reforms of his father, Duke Xian, who had centralized the state, killed off relatives who might threaten his authority, conquered sixteen smaller states, and even absorbed some Rong and Di peoples to make Jin much more powerful than it had been previously. When he assisted King Xiang in a succession struggle in 635 BCE, Xiang awarded Jin with strategically valuable territory near Chengzhou. He then used his growing power to coordinate a military response with Qi, Qin, and Song against Chu, which had begun encroaching northward after the death of Duke Huán of Qi. With a decisive Chu loss at the Battle of Chengpu (632 BCE), Duke Wen's loyalty to the Zhou king was rewarded.

Duke Mu of Qin had ascended the throne in 659 BCE and forged an alliance with Jin by marrying his daughter to Duke Wen. In 624 BCE, he established hegemony over the western Rong barbarians and became the most powerful lord of the time. However, he did not chair any alliance with other states nor was he officially recognized as hegemon by the king. King Zhuang of Chu expanded the borders of Chu well north of the Yangtze River, threatening the central states in modern Henan. At one point the Chu forces advanced to just outside the royal capital of Zhou. In the end the Zhou capital was spared, and Chu shifted focus to harassing the nearby state of Zheng. The once-hegemon state of Jin intervened to rescue Zheng from the Chu invaders but were resolutely defeated, which marks the ascension of Chu as the dominant state of the time. King Zhuang's self-proclaimed title of "king" was never recognized by the Zhou states. In the Spring and Autumn Annals he is defiantly referred to by the Chu ruler's original title "viscount" (the second-lowest noble rank), even at a time when he dominated most of south China.

### TROOP NOTES

The trends of the earlier period continued with armies increasing in size.

### HISTORICAL ENEMIES

Chinese Northern Barbarians; Chinese Nomadic Barbarians; The Five Hegemons

# THE FIVE HEGEMONS



ARMY COMMANDER		1	Any		DATES		685 BCE to 591 BCE		
SUB-GENERALS		0-3	Any (up to 1 Professional)		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Fortified or Unfortified; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Che - chariots	CHARIOTS Formed Loose	Superior Protected	Experienced Bow	-	Melee Expert	166	Shoot & Charge (14)	12 24	4,6
Regrade chariots	CHARIOTS Formed Loose	Superior Protected	Experienced Bow	Mtd Polearm	Melee Expert	205	Shoot & Charge (14), Devastating Chargers (18)	 Any	4,6
Upgrade chariots to Ducal Guard	CHARIOTS Drilled Loose	Superior Protected	Experienced Bow	Mtd Polearm	Melee Expert	219	Shoot & Charge (14), Devastating Chargers (18)	0 12	4,6
Infantry with long dagger-axe	INFANTRY Formed Loose	Average Protected	- -	Polearm	-	82	-	8 24	6,8
TSU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY Formed Flexible	Average Protected	- -	Long Spear	-	91	-	3 16	6,9
2/3 Archers	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-14)	6 32	
LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY Tribal Loose	Poor Protected	- -	Long Spear	-	43	-	0 16	6,9
2/3 Archers	INFANTRY Tribal Loose	Poor Unprotected	Experienced Bow	-	-	35	Combat Shy (-9)	0 32	
-----									

# THE FIVE HEGEMONS



Other infantry	INFANTRY	Average	-	Short Spear	-	57	-	0	6,8
	Tribal Loose	Protected	-					24	
Foot archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	6,8
	Tribal Loose	Unprotected	Bow					18	
Impressed tribesmen	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	6,8,9
	Tribal Loose	Protected	-					18	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

## ALLIES

Di allies - Chinese Northern Barbarians

## NOTES

A command can contain only one TuG of Ducal Guard chariots.

In Tsu and Lu TuGs, the warriors with dagger-axe must be deployed in the front rank.

## CHANGES FROM LAST VERSION

None.

# LATE SPRING AND AUTUMN CHINESE



## 591 TO 475 BCE

### HISTORICAL NOTES

Eventually the dukes of Lu, Jin, Zheng, Wey and Qi would all become figureheads to powerful aristocratic families. In the case of Jin, the shift happened in 588 BCE when the army was split into six independent divisions, each dominated by a separate noble family: the Zhao, Wei, Han, Fan, Zhi and Zhongxing. The heads of the six families were conferred the titles of viscounts and made ministers, each heading one of the six departments of Zhou Dynasty government. From this point on, historians refer to "The Six Ministers" as the true power brokers of Jin. The same happened to Lu in 562 BCE, when the Three Huan divided the army into three parts and established their own separate spheres of influence. The heads of the three families were always among the department heads of Lu.

### TROOP NOTES

This period started to see the transformation of warfare from armies led by aristocrats into warfare conducted by the state.

### HISTORICAL ENEMIES

Chinese Northern Barbarians; Chinese Nomadic Barbarians; Late Spring and Autumn Chinese

# LATE SPRING AND AUTUMN CHINESE



ARMY COMMANDER		1	Any		DATES		591 BCE to 475 BCE		
SUB-GENERALS		0-3	Any (up to 1 Professional)		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Fortified or Unfortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Che - chariots	CHARIOTS	Superior	Experienced	-	Melee Expert	166	Shoot & Charge (14)	6	4,6
	Formed Loose	Protected	Bow					12	
Regrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	205	Shoot & Charge (14), Devastating Chargers (18)		4,6
	Formed Loose	Protected	Bow					Any	
Upgrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	219	Shoot & Charge (14), Devastating Chargers (18)	0	4,6
	Drilled Loose	Protected	Bow					6	
Line chariots	CHARIOTS	Average	Experienced	-	Melee Expert	128	Shoot & Charge (10)	0	4,6
	Formed Loose	Protected	Bow					6	
Regrade line chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	138	Shoot & Charge (10), Devastating Chargers (13)		4,6
	Formed Loose	Protected	Bow					All or none	
Infantry with long dagger-axe	INFANTRY	Average	-	Polearm	-	82	-	8	6,8
	Formed Loose	Protected	-					24	
Upgrade infantry with long dagger-axe	INFANTRY	Average	-	Polearm	-	87	-		6,8
	Drilled Loose	Protected	-					Up to half	
TSU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Average	-	Long Spear	-	91	-	3	6,9
	Formed Flexible	Protected	-					16	
2/3 Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	6	
	Formed Loose	Unprotected	Bow					32	

# LATE SPRING AND AUTUMN CHINESE



LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-	Long Spear	-	43	-	0	6,9
	Tribal Loose	Protected	-					16	
2/3 Archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	
	Tribal Loose	Unprotected	Bow					32	
-----									
Other infantry	INFANTRY	Average	-	Short Spear	-	57	-	0	6,8
	Tribal Loose	Protected	-					24	
Foot archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	6,8
	Tribal Loose	Unprotected	Bow					18	
Impressed tribesmen	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	6,8,9
	Tribal Loose	Protected	-					18	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					36	

## NOTES

In Tsu and Lu TuGs, the warriors with dagger-axe must be deployed in the front rank.

## CHANGES FROM LAST VERSION

None.





# MAGNA ARMY LISTS

## CALCULATING POINTS

Army points are calculated as follows:

### GENERALS - MAGNA

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	1280	1120	n/a	n/a	640	560
Talented	920	720	680	560	520	480
Competent	560	440	480	360	240	200
Mediocre	320	200	320	200	80	40

### CAMPS

Type of camp	Poor	Average	Superior
Unfortified	108	180	252
Fortified	216	360	504
Flexible	180	300	420
Mobile	126	210	294
No camp	378	N/A	N/A

A flexible camp is deployed as a fortified camp when defending and a mobile camp when invading.  
No camp deploys a poor mobile camp when defending and no camp at all when invading.

### UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

### NOTES

1. Points values for skirmishers in Magna are greater than in Maximus as SuGs shoot at full effect with only two ranks.
2. For further details on how points are calculated visit the Mortem et Gloriam website.

# ERLITOU CHINESE



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1700 BCE to 1301 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Nobles and their retinue	INFANTRY Formed Loose	Superior Protected	Experienced Bow	-	Melee Expert	122	-	4 12	4
<b>TSU TROOPS COMPRISING</b>									
1/3 Warriors with dagger-axe	INFANTRY Formed Loose	Average Protected	- -	-	Melee Expert	76	-	4 16	6
2/3 Archers	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-14)	8 32	
<b>LU TROOPS COMPRISING</b>									
1/3 Warriors with dagger-axe	INFANTRY Tribal Loose	Poor Protected	- -	-	-	30	-	0 8	6
2/3 Archers	INFANTRY Tribal Loose	Poor Unprotected	Experienced Bow	-	-	35	Combat Shy (-9)	0 16	
<b>-----</b>									
Levies with dagger-axe	INFANTRY Tribal Loose	Poor Protected	- -	-	-	30	-	0 24	4,6
Levies and armed slaves	INFANTRY Tribal Close	Poor Unprotected	- -	-	-	22	-	0 14	4,6

## ALLIES

Di allies - Chinese Northern Barbarians

# ERLITOU CHINESE



## NOTES

Only one TUG of nobles is allowed in a command

## CHANGES FROM LAST VERSION

None.

# CHINESE NORTHERN BARBARIANS



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1700 BCE to 500 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UQ SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Chariots (from 1300 BCE)	CHARIOTS		Average	Experienced	Short Spear	-	82	-	0	4
	Tribal Loose		Protected	Javelin					4	
Best warriors	INFANTRY		Average	-	-	Devastating Chargers, Melee Expert	76	-	0	4
	Tribal Loose		Protected	-					16	
Warriors	INFANTRY		Average	-	-	Devastating Chargers	60	-	24	4,6
	Tribal Loose		Protected	-					96	
Replace warriors with archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose		Unprotected	Bow					Up to half	
Levies, families, slaves or ill-equipped warriors	INFANTRY		Poor	-	-	-	22	-	0	4,6
	Tribal Close		Unprotected	-					14	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					12	
Skirmishing slingers	INFANTRY		Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher		Unprotected	Sling					12	

## ALLIES

Xing allies - The Five Hegemons (Red Di in 640 BCE)

## CHANGES FROM LAST VERSION

None.

# LATER SHANG CHINESE



ARMY COMMANDER		1	Any Instinctive	DATES		1300 BCE to 1017 BCE			
SUB-GENERALS		0-3	Any Instinctive	TERRAIN		Standard, Mountains			
INTERNAL ALLIED GENERALS				CAMP		Unfortified; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Chariots	CHARIOTS	Superior	Experienced	-	-	133	-	4	4
	Formed Loose	Protected	Bow	-	-	133	-	12	4
Guards	INFANTRY	Superior	-	Long Spear	-	121	-	0	4
	Formed Close	Protected	-	Long Spear	-	121	-	4	4
Spearmen	INFANTRY	Average	-	Long Spear	-	86	-	0	4
	Formed Close	Protected	-	Long Spear	-	86	-	12	4
TSU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Average	-	-	Melee Expert	76	-	4	6
	Formed Loose	Protected	-	-	Melee Expert	76	-	16	6
2/3 Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	8	
	Formed Loose	Unprotected	Bow	-	-	54	Combat Shy (-14)	32	
LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-	-	-	30	-	0	6
	Tribal Loose	Protected	-	-	-	30	-	8	6
2/3 Archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	
	Tribal Loose	Unprotected	Bow	-	-	35	Combat Shy (-9)	16	
-----									
Levies with dagger-axe	INFANTRY	Poor	-	-	-	30	-	0	4,6
	Tribal Loose	Protected	-	-	-	30	-	24	4,6
Levies and armed slaves	INFANTRY	Poor	-	-	-	22	-	0	4,6
	Tribal Close	Unprotected	-	-	-	22	-	14	4,6

# LATER SHANG CHINESE



## ALLIES

Di allies - Chinese Northern Barbarians

Jung allies - Chinese Nomadic Barbarians

Zhou allies - Early Zhou Chinese (from 1122 BCE)

## NOTES

Only one external ally may be taken.

None.

# CHINESE NOMADIC BARBARIANS



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1300 BCE to 314 BCE
<b>SUB-GENERALS</b>	0-2	Any Instinctive	<b>TERRAIN</b>	Standard, Plains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Instinctive	<b>CAMP</b>	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Chariots (before 800 BCE)	CHARIOTS		Average	Experienced	Short Spear	-	82	-	4	4
	Tribal Loose		Protected	Javelin					12	
Best cavalry	CAVALRY		Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4
	Formed Loose		Protected	Bow					4	
Other cavalry	CAVALRY		Average	Experienced	-	-	94	Combat Shy (-18)	16	4
	Formed Flexible		Unprotected	Bow					56	
Upgrade other cavalry (from 800 BCE)	CAVALRY		Average	Skilled	-	-	129	Combat Shy (-18)		4
	Formed Flexible		Unprotected	Bow					Up to half	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose		Unprotected	Bow					16	
Skirmishing cavalry	CAVALRY		Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher		Unprotected	Bow					8	
Upgrade skirmishing cavalry	CAVALRY		Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher		Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					12	

## ALLIES

Di allies - Chinese Northern Barbarians

## NOTES

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.



# EARLY ZHOU CHINESE



ARMY COMMANDER		1	Any Instinctive		DATES		1122 BCE to 722 BCE		
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS		0-3	Any Instinctive		CAMP		Unfortified; Poor or Average		
-----									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Two-horse chariots	CHARIOTS	Superior	Experienced	-	-	133	-	4	4
	Formed Loose	Protected	Bow					12	
BEFORE 1000 BC									
Replace two-horse with four-horse chariots	CHARIOTS	Superior	Experienced	-	Melee Expert	166	Shoot & Charge (14)		4
	Formed Loose	Protected	Bow					Up to half	
FROM 1000 BC									
Replace two-horse with four-horse chariots	CHARIOTS	Superior	Experienced	-	Melee Expert	166	Shoot & Charge (14)	Half	4
	Formed Loose	Protected	Bow					All	
Regrade four-horse chariots	CHARIOTS	Superior	Experienced	Short Spear	Melee Expert	180	Shoot & Charge (14), Devastating Chargers (18)		4
	Formed Loose	Protected	Bow					Any	
-----									
Tiger guard (huben) infantry	INFANTRY	Superior	-	-	Melee Expert	114	-	0	4
	Drilled Loose	Protected	-					4	
TSU TROOPS COMPRISING									
2/3 Warriors with dagger-axe	INFANTRY	Average	-	-	Melee Expert	86	-	8	6
	Formed Flexible	Protected	-					32	
1/3 Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	4	
	Formed Loose	Unprotected	Bow					16	

# EARLY ZHOU CHINESE



LU TROOPS COMPRISING									
2/3 Warriors with dagger-axe	INFANTRY	Poor	-	-	-	30	-	0	6
	Tribal Loose	Protected	-					16	
1/3 Archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	
	Tribal Loose	Unprotected	Bow					8	
-----									
Infantry with short spear and shield	INFANTRY	Average	-	Short Spear	-	67	-	4	4,6
	Formed Loose	Protected	-					12	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	4	4
	Formed Loose	Unprotected	Bow					12	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4
	Skirmisher	Unprotected	Bow					12	

## ALLIES

Dongyi or Quanrong allies - Chinese Nomadic Barbarians

## CHANGES FROM LAST VERSION

None.

# EARLY SPRING AND AUTUMN CHINESE



ARMY COMMANDER		1	Any Instinctive		DATES		771 BCE to 685 BCE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-3	Any Instinctive		CAMP		Fortified or Unfortified; Poor or Average		
-----									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Che - chariots	CHARIOTS	Superior	Experienced	-	Melee Expert	166	Shoot & Charge (14)	8	4
	Formed Loose	Protected	Bow					16	
Regrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	205	Shoot & Charge (14), Devastating Chargers (18)		4
	Formed Loose	Protected	Bow					Any	
Warriors with dagger-axe and shield	INFANTRY	Average	-	-	Melee Expert	76	-	8	4
	Formed Loose	Protected	-					32	
Tiger guard (huben) infantry	INFANTRY	Superior	-	-	Melee Expert	114	-	0	4
	Drilled Loose	Protected	-					4	
TSU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Average	-	Long Spear	-	91	-	2	6
	Formed Flexible	Protected	-					12	
2/3 Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	4	
	Formed Loose	Unprotected	Bow					24	
LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-	Long Spear	-	43	-	0	6
	Tribal Loose	Protected	-					12	
2/3 Archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	
	Tribal Loose	Unprotected	Bow					24	
-----									

# EARLY SPRING AND AUTUMN CHINESE



Other infantry	INFANTRY	Average	-	Short Spear	-	57	-	0	4
	Tribal Loose	Protected	-					16	
Foot archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	4
	Tribal Loose	Unprotected	Bow					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

## NOTES

In Tsu and Lu TuGs, the spearmen must be deployed in the front rank.

## CHANGES FROM LAST VERSION

None.

# THE FIVE HEGEMONS



ARMY COMMANDER		1	Any		DATES		685 BCE to 591 BCE		
SUB-GENERALS		0-3	Any (up to 1 Professional)		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Fortified or Unfortified; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Che - chariots	CHARIOTS	Superior	Experienced	-	Melee Expert	166	Shoot & Charge (14)	8	4
	Formed Loose	Protected	Bow					16	
Regrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	205	Shoot & Charge (14), Devastating Chargers (18)		4
	Formed Loose	Protected	Bow					Any	
Upgrade chariots to Ducal Guard	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	219	Shoot & Charge (14), Devastating Chargers (18)	0	4
	Drilled Loose	Protected	Bow					8	
Infantry with long dagger-axe	INFANTRY	Average	-	Polearm	-	82	-	4	4
	Formed Loose	Protected	-					16	
TSU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Average	-	Long Spear	-	91	-	2	6
	Formed Flexible	Protected	-					12	
2/3 Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	4	
	Formed Loose	Unprotected	Bow					24	
LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-	Long Spear	-	43	-	0	6
	Tribal Loose	Protected	-					12	
2/3 Archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	
	Tribal Loose	Unprotected	Bow					24	
-----									

# THE FIVE HEGEMONS



Other infantry	INFANTRY	Average	-	Short Spear	-	57	-	0	4
	Tribal Loose	Protected	-					16	
Foot archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	4
	Tribal Loose	Unprotected	Bow					12	
Impressed tribesmen	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	4,6
	Tribal Loose	Protected	-					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

## ALLIES

Di allies - Chinese Northern Barbarians

## NOTES

A command can contain only one TuG of Ducal Guard chariots.

In Tsu and Lu TuGs, the warriors with dagger-axe must be deployed in the front rank.

## CHANGES FROM LAST VERSION

None.

# LATE SPRING AND AUTUMN CHINESE



ARMY COMMANDER		1	Any		DATES		591 BCE to 475 BCE		
SUB-GENERALS		0-3	Any (up to 1 Professional)		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Fortified or Unfortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Che - chariots	CHARIOTS	Superior	Experienced	-	Melee Expert	166	Shoot & Charge (14)	4	4
	Formed Loose	Protected	Bow					8	
Regrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	205	Shoot & Charge (14), Devastating Chargers (18)		4
	Formed Loose	Protected	Bow					Any	
Upgrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	219	Shoot & Charge (14), Devastating Chargers (18)	0	4
	Drilled Loose	Protected	Bow					4	
Line chariots	CHARIOTS	Average	Experienced	-	Melee Expert	128	Shoot & Charge (10)	0	4
	Formed Loose	Protected	Bow					4	
Regrade line chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	138	Shoot & Charge (10), Devastating Chargers (13)		4
	Formed Loose	Protected	Bow					All or none	
Infantry with long dagger-axe	INFANTRY	Average	-	Polearm	-	82	-	4	4
	Formed Loose	Protected	-					16	
Upgrade infantry with long dagger-axe	INFANTRY	Average	-	Polearm	-	87	-		4
	Drilled Loose	Protected	-					Up to half	
TSU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Average	-	Long Spear	-	91	-	2	6
	Formed Flexible	Protected	-					12	
2/3 Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	4	
	Formed Loose	Unprotected	Bow					24	

# LATE SPRING AND AUTUMN CHINESE



LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-	Long Spear	-	43	-	0	6
	Tribal Loose	Protected	-					12	
2/3 Archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	
	Tribal Loose	Unprotected	Bow					24	
-----									
Other infantry	INFANTRY	Average	-	Short Spear	-	57	-	0	4
	Tribal Loose	Protected	-					16	
Foot archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	4
	Tribal Loose	Unprotected	Bow					12	
Impressed tribesmen	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	4,6
	Tribal Loose	Protected	-					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					24	

## NOTES

In Tsu and Lu TuGs, the warriors with dagger-axe must be deployed in the front rank.

## CHANGES FROM LAST VERSION

None.





# PACTO ARMY LISTS

## CALCULATING POINTS

Army points are calculated as follows:

### GENERALS - PACTO

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	640	560	n/a	n/a	320	280
Talented	460	360	340	280	260	240
Competent	280	220	240	180	120	100
Mediocre	160	100	160	100	40	20

### CAMPS

Camps are not included in Pacto games.

### UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

### NOTES

1. Points values for skirmishers in Pacto are greater than in Maximus as SuGs shoot at full effect with only two ranks.
2. For further details on how points are calculated visit the Mortem et Gloriam website.

# ERLITOU CHINESE



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1700 BCE to 1301 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Mountains
<b>INTERNAL ALLIED GENERALS</b>				

Type									
Name	Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base Pts	Optional Characteristics	Min Max	Uq Size
Nobles and their retinue	INFANTRY	Superior	Experienced	-	Melee Expert	122	-	2	1,2
	Formed Loose	Protected	Bow					6	
TSU TROOPS COMPRISING									
1/2 Warriors with dagger-axe	INFANTRY	Average	Experienced	-	Melee Expert	76	-	3	2
	Formed Loose	Protected	Bow					12	
1/2 Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	3	
	Formed Loose	Unprotected	Bow					12	
LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-	-	-	30	-	0	3
	Tribal Loose	Protected	-					4	
2/3 Archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	
	Tribal Loose	Unprotected	Bow					8	
-----									
Levies with dagger-axe	INFANTRY	Poor	-	-	-	30	-	0	2,3
	Tribal Loose	Protected	-					12	
Levies and armed slaves	INFANTRY	Poor	-	-	-	22	-	0	2,3
	Tribal Close	Unprotected	-					8	

## ALLIES

Di allies - Chinese Northern Barbarians

# ERLITOU CHINESE



## NOTES

Only one TUG of nobles is allowed in a command

## CHANGES FROM LAST VERSION

None.

# CHINESE NORTHERN BARBARIANS



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1700 BCE to 500 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>				

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UQ SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Chariots (from 1300 BCE)	CHARIOTS	Average	Experienced	Short Spear	-	82	-	0	1,2	
	Tribal Loose	Protected	Javelin					2		
Best warriors	INFANTRY	Average	-	-	Devastating Chargers, Melee Expert	76	-	0	1,2	
	Tribal Loose	Protected	-					8		
Warriors	INFANTRY	Average	-	-	Devastating Chargers	60	-	8	1,2	
	Tribal Loose	Protected	-					48		
Replace warriors with archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2	
	Tribal Loose	Unprotected	Bow					Up to half		
Levies, families, slaves or ill-equipped warriors	INFANTRY	Poor	-	-	-	22	-	0	2,3	
	Tribal Close	Unprotected	-					8		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					6		
Skirmishing slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2	
	Skirmisher	Unprotected	Sling					6		

## ALLIES

Xing allies - The Five Hegemons (Red Di in 640 BCE)

## CHANGES FROM LAST VERSION

None.

# LATER SHANG CHINESE



ARMY COMMANDER		1	Any Instinctive		DATES		1300 BCE to 1017 BCE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Chariots	CHARIOTS	Superior	Experienced	-	-	133	-	2	1,2
	Formed Loose	Protected	Bow					6	
Guards	INFANTRY	Superior	-	Long Spear	-	121	-	0	1,2
	Formed Close	Protected	-					2	
Spearmen	INFANTRY	Average	-	Long Spear	-	86	-	0	1,2
	Formed Close	Protected	-					6	
TSU TROOPS COMPRISING									
1/2 Warriors with dagger-axe	INFANTRY	Average	Experienced	-	Melee Expert	76	-	3	2
	Formed Loose	Protected	Bow					12	
1/2 Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	3	
	Formed Loose	Unprotected	Bow					12	
LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-	-	-	30	-	0	3
	Tribal Loose	Protected	-					4	
2/3 Archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	
	Tribal Loose	Unprotected	Bow					8	
-----									
Levies with dagger-axe	INFANTRY	Poor	-	-	-	30	-	0	2,3
	Tribal Loose	Protected	-					12	
Levies and armed slaves	INFANTRY	Poor	-	-	-	22	-	0	2,3
	Tribal Close	Unprotected	-					8	

# LATER SHANG CHINESE



## ALLIES

Di allies - Chinese Northern Barbarians  
Jung allies - Chinese Nomadic Barbarians  
Zhou allies - Early Zhou Chinese (from 1122 BCE)

## NOTES

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# CHINESE NOMADIC BARBARIANS



ARMY COMMANDER		1	Any Instinctive		DATES		1300 BCE to 314 BCE			
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Standard, Plains			
INTERNAL ALLIED GENERALS		0-2	Any Instinctive							
TYPE										
	TRAINING AND		QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION		PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
									UG SIZE	
Chariots (before 800 BCE)	CHARIOTS		Average	Experienced	Short Spear	-	82	-	2	1,2
	Tribal Loose		Protected	Javelin					6	
Best cavalry	CAVALRY		Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	1,2
	Formed Loose		Protected	Bow					2	
Other cavalry	CAVALRY		Average	Experienced	-	-	94	Combat Shy (-18)	6	1,2
	Formed Flexible		Unprotected	Bow					28	
Upgrade other cavalry (from 800 BCE)	CAVALRY		Average	Skilled	-	-	129	Combat Shy (-18)		1,2
	Formed Flexible		Unprotected	Bow					Up to half	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose		Unprotected	Bow					8	
Skirmishing cavalry	CAVALRY		Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher		Unprotected	Bow					4	
Upgrade skirmishing cavalry	CAVALRY		Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher		Unprotected	Bow					All or none	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow					6	

## ALLIES

Di allies - Chinese Northern Barbarians

## NOTES

This army may use Feigned Flight.

## CHANGES FROM LAST VERSION

None.

# EARLY ZHOU CHINESE



ARMY COMMANDER		1	Any Instinctive		DATES		1122 BCE to 722 BCE			
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Standard, Mountains			
INTERNAL ALLIED GENERALS		0-3	Any Instinctive							
-----										
	TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE	
Two-horse chariots	CHARIOTS Formed Loose	Superior Protected	Experienced Bow	-	-	133	-	2 6	1,2	
BEFORE 1000 BC										
Replace two-horse with four-horse chariots	CHARIOTS Formed Loose	Superior Protected	Experienced Bow	-	Melee Expert	166	Shoot & Charge (14)	 Up to half	1,2	
FROM 1000 BC										
Replace two-horse with four-horse chariots	CHARIOTS Formed Loose	Superior Protected	Experienced Bow	-	Melee Expert	166	Shoot & Charge (14)	Half All	1,2	
Regrade four-horse chariots	CHARIOTS Formed Loose	Superior Protected	Experienced Bow	Short Spear	Melee Expert	180	Shoot & Charge (14), Devastating Chargers (18)	 Any	1,2	
-----										
Tiger guard (huben) infantry	INFANTRY Drilled Loose	Superior Protected	- -	-	Melee Expert	114	-	0 4	1,2	
TSU TROOPS COMPRISING										
1/2 Warriors with dagger-axe	INFANTRY Formed Flexible	Average Protected	Experienced Bow	-	Melee Expert	86	-	3 12	2	
1/2 Archers	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-14)	3 12		



# EARLY ZHOU CHINESE



## LU TROOPS COMPRISING

2/3 Warriors with dagger-axe	INFANTRY	Poor	-	-	-	30	-	0	3
	Tribal Loose	Protected	-	-	-	-	-	8	
1/3 Archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	
	Tribal Loose	Unprotected	Bow	-	-	-	-	4	

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Infantry with short spear and shield	INFANTRY	Average	-	Short Spear	-	67	-	2	1,2
	Formed Loose	Protected	-					6	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	2	1,2
	Formed Loose	Unprotected	Bow					6	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

## ALLIES

Dongyi or Quanrong allies - Chinese Nomadic Barbarians

## CHANGES FROM LAST VERSION

None.

# EARLY SPRING AND AUTUMN CHINESE



ARMY COMMANDER		1	Any Instinctive		DATES		771 BCE to 685 BCE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-3	Any Instinctive						
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Che - chariots	CHARIOTS	Superior	Experienced	-	Melee Expert	166	Shoot & Charge (14)	4	1,2
	Formed Loose	Protected	Bow					8	
Regrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	205	Shoot & Charge (14), Devastating Chargers (18)		1,2
	Formed Loose	Protected	Bow					Any	
Warriors with dagger-axe and shield	INFANTRY	Average	-	-	Melee Expert	76	-	4	1,2
	Formed Loose	Protected	-					16	
Tiger guard (huben) infantry	INFANTRY	Superior	-	-	Melee Expert	114	-	0	1,2
	Drilled Loose	Protected	-					4	
TSU TROOPS COMPRISING									
1/2 Warriors with dagger-axe	INFANTRY	Average	Experienced	Long Spear	-	91	-	1	2
	Formed Flexible	Protected	Bow					9	
1/2 Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	1	
	Formed Loose	Unprotected	Bow					9	
LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-	Long Spear	-	43	-	0	3
	Tribal Loose	Protected	-					6	
2/3 Archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	
	Tribal Loose	Unprotected	Bow					12	
-----									

# EARLY SPRING AND AUTUMN CHINESE



Other infantry	INFANTRY	Average	-	Short Spear	-	57	-	0	1,2
	Tribal Loose	Protected	-					8	
Foot archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	2,3
	Tribal Loose	Unprotected	Bow					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

## NOTES

In Tsu and Lu TuGs, the spearmen must be deployed in the front rank.

## CHANGES FROM LAST VERSION

None.

# THE FIVE HEGEMONS



ARMY COMMANDER		1	Any		DATES		685 BCE to 591 BCE		
SUB-GENERALS		0-3	Any (up to 1 Professional)		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive						
-----									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Che - chariots	CHARIOTS	Superior	Experienced	-	Melee Expert	166	Shoot & Charge (14)	4	1,2
	Formed Loose	Protected	Bow					8	
Regrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	205	Shoot & Charge (14), Devastating Chargers (18)		1,2
	Formed Loose	Protected	Bow					Any	
Upgrade chariots to Ducal Guard	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	219	Shoot & Charge (14), Devastating Chargers (18)	0	1,2
	Drilled Loose	Protected	Bow					4	
Infantry with long dagger-axe	INFANTRY	Average	-	Polearm	-	82	-	2	1,2
	Formed Loose	Protected	-					8	
TSU TROOPS COMPRISING									
1/2 Warriors with dagger-axe	INFANTRY	Average	Experienced	Long Spear	-	91	-	1	2
	Formed Flexible	Protected	Bow					9	
1/2 Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	1	
	Formed Loose	Unprotected	Bow					9	
LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-	Long Spear	-	43	-	0	3
	Tribal Loose	Protected	-					6	
2/3 Archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	
	Tribal Loose	Unprotected	Bow					12	
-----									

# THE FIVE HEGEMONS



Other infantry	INFANTRY	Average	-	Short Spear	-	57	-	0	1,2
	Tribal Loose	Protected	-					8	
Foot archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	2,3
	Tribal Loose	Unprotected	Bow					6	
Impressed tribesmen	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	1,2
	Tribal Loose	Protected	-					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

## ALLIES

Di allies - Chinese Northern Barbarians

## NOTES

A command can contain only one TuG of Ducal Guard chariots.

In Tsu and Lu TuGs, the warriors with dagger-axe must be deployed in the front rank.

## CHANGES FROM LAST VERSION

None.

# LATE SPRING AND AUTUMN CHINESE



ARMY COMMANDER		1	Any		DATES		591 BCE to 475 BCE		
SUB-GENERALS		0-3	Any (up to 1 Professional)		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive						
TSU TROOPS COMPRISING									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Che - chariots	CHARIOTS	Superior	Experienced	-	Melee Expert	166	Shoot & Charge (14)	2	1,2
	Formed Loose	Protected	Bow					4	
Regrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	205	Shoot & Charge (14), Devastating Chargers (18)		1,2
	Formed Loose	Protected	Bow					Any	
Upgrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	219	Shoot & Charge (14), Devastating Chargers (18)	0	1,2
	Drilled Loose	Protected	Bow					2	
Line chariots	CHARIOTS	Average	Experienced	-	Melee Expert	128	Shoot & Charge (10)	0	1,2
	Formed Loose	Protected	Bow					2	
Regrade line chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	138	Shoot & Charge (10), Devastating Chargers (13)		1,2
	Formed Loose	Protected	Bow					All or none	
Infantry with long dagger-axe	INFANTRY	Average	-	Polearm	-	82	-	2	1,2
	Formed Loose	Protected	-					8	
Upgrade infantry with long dagger-axe	INFANTRY	Average	-	Polearm	-	87	-		1,2
	Drilled Loose	Protected	-					Up to half	
TSU TROOPS COMPRISING									
1/2 Warriors with dagger-axe	INFANTRY	Average	Experienced	Long Spear	-	91	-	1	2
	Formed Flexible	Protected	Bow					9	
1/2 Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	1	
	Formed Loose	Unprotected	Bow					9	

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LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-	Long Spear	-	43	-	0	3
	Tribal Loose	Protected	-					6	
2/3 Archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	
	Tribal Loose	Unprotected	Bow					12	
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Other infantry	INFANTRY	Average	-	Short Spear	-	57	-	0	1,2
	Tribal Loose	Protected	-					8	
Foot archers	INFANTRY	Poor	Experienced	-	-	35	Combat Shy (-9)	0	2,3
	Tribal Loose	Unprotected	Bow					6	
Impressed tribesmen	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	1,2
	Tribal Loose	Protected	-					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					12	

## NOTES

In Tsu and Lu TuGs, the warriors with dagger-axe must be deployed in the front rank.

## CHANGES FROM LAST VERSION

None.